MY MAIN IDEAS

I have finally realized that nobody (outside of the Xanadu group) has ever understood my work in the slightest. It seems nobody actually understood my first paper in 1965, from which all my other work has proceeded; while all this time I thought that serious computer people took that as the starting point for what I was talking about.

In the crippled pastime through which I speak to you, "word processing," there is no place to put material *on the side*. My fundamental notion, then, could best be visualized as outline processors linked sideways to kingdom come.

Not just, of course, for text, but as a proposal for the organization of all data.

So my model of media structure is about infinite sideways connectibility of all data and files, their items shared and cross-visible, each one potentially a linked separate document-- a version, alternative structure, condensation, table of contents, commentary or other re-use. So there is a place for comments, out-takes and material waiting on the sideline, as well as additional connected documents having equal status.

This is still what I am trying to explain to everybody, but now I realize I have to begin at the beginning again, nobody ever got it in the first place.

But that is the structural leel, aside from, or rather underneath, the theatrics of media, my abiding love. The canon of cinema and its languages has not yet begun to be mined for their interactive potential. Let alone extended, as they will be-- I hope, to some extent, by myself.